KARATE

by dave dies

SYSTEM REQUIREMENTS:

Karate requires a 64k Color Computer with one or two joysticks.

LOADING INSTRUCTIONS

DISK:
1. Place disk in drive 0
2. Type LOADM"KARATE" <ENTER>
3. The game will load and execute automatically

CASSETTE:
1. Place cassette in tape recorder
2. Type CLOADM <ENTER>
3. The game will load and execute automatically
note: if the game does not load properly there is a second copy of the game after the first copy.

PLAYING INSTRUCTIONS

STARTING THE GAME:
Select a one or two player game with the <1> or <2> keys on the keyboard.

THE OBJECT OF THE GAME:
The object of the game is to knock down your opponent using various karate kicks and punches in order to gain points and win matches.

CONTROLLING YOUR MAN:
In a one player mode you use the left joystick to control the movements of your man. You control the 'Blue' player on the left side of the screen with the blue hair and belt. The computer controls the man on the right which is known as the 'Red' player. The computer can block moves that you make and gets smarter and harder to knock down as you move on to higher levels

The controls for player 1 are as follows,

JOYSTICK LEFT - moves your player left
JOYSTICK RIGHT - moves your player right
JOYSTICK DOWN - makes your man crouch down
               when your man is crouched down pushing the
               button makes him to punch
JOYSTICK UP - makes your man do a flip
               if your opponent is in front of you then you
               do a front flip
               if your opponent is behind you then you do a
               back flip
HOLDING BUTTON and JOYSTICK UP - makes your man punch
JOYSTICK IN TOP RIGHT CORNER - forward kick to your
opponent's head
HOLDING BUTTON and JOYSTICK IN TOP RIGHT CORNER - drop kick
HOLDING BUTTON and JOYSTICK RIGHT - forward kick to body
JOYSTICK IN BOTTOM RIGHT CORNER - low kick (trip opponent)
HOLDING BUTTON and JOYSTICK LEFT - back kick to body
HOLDING BUTTON and JOYSTICK IN TOP LEFT CORNER - back kick
to head
HOLDING BUTTON and JOYSTICK CENTERED - will make your man
               block some of your opponent's moves.
Moves that say 'HOLDING BUTTON' mean that you hold the joystick button and then move the joystick to the desired move.

When playing a two player game, player one uses the left joystick and player two uses the right joystick. Player two controls the man on the right with red hair and belt. The moves for player two are the same as player one except that 'left' and 'right' directions on the joystick are reversed.

SCORING POINTS:
You score a half point each time you knock down your opponent. You have to knock your opponent down four times for a total of two full points to defeat an opponent and move to the next match in a one player game. Your points are displayed at the top left of the screen as half points and full points. In a two player game, the first player to successfully win two matches is the winner. The number of matches for each player is displayed at the bottom of the screen.

MATCH INDICATOR:

At the top left of the screen between the red and blue blocks is the match number that you are fighting. This is for a one player game only.

MATCH TIMER:

In a one player game you have a time limit for each match. You start with 30 time units. If the timer runs out before one player wins the match, then the player with the highest number of points is the winner. If both players have the same number of points, then the computer picks a random winner. At the end of each match that you win you will be given a bonus of 100 times the number of time units left. In a two player game you have no time limit on each match.

SCORING POINTS:

In a one player game you score points each time you knock down your opponent. The points are determined by which move you knock down your opponent with. Your score is displayed at the top right of thr screen.

The scores are as follows,

100 points - low kick (trip)
200 points - forward kick to body
300 points - backward kick to body
400 points - front punch to head
500 points - front punch to body
600 points - front kick to head
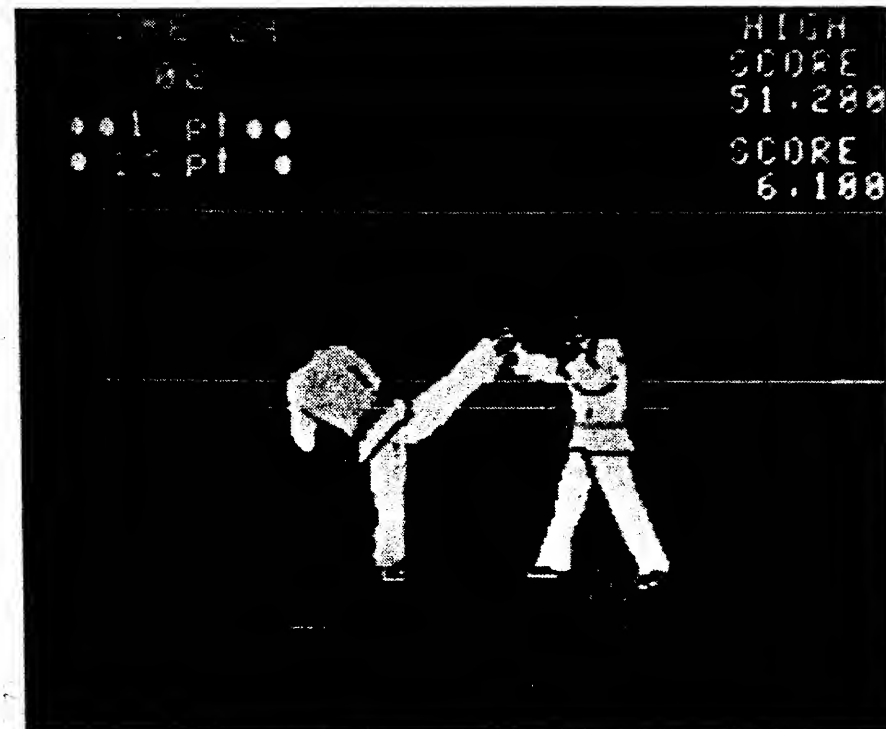700 points - backward kick to head
800 points - drop kick

PAUSE GAME:

You can pause a game by pressing the <P> key. The <P> key also resumes play.

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